









FINALLY WE'RE HERE,
BUT THERE IS THE
DIFFICULT PART

OVER
STRENGTH?



AS WE EXPECTED,
THEY'RE NOT VERY
STRONG IN
SITUATIONAL COMBAT

BUT STILL,
WE CAN'T
FIGHT AGAINST
ALL OF THEM

THERE ARE LOTS OF
1001-BASED-TYPE
UNITS, AND 3 005
CROSSBRAIN-TYPES.
2 OF THEM ARE
GRAND NEW.



TECHWEAR
AND NO. 1005
ARE HEADING
IN THE NEARBY
TUNNEL

GRACE
I DON'T WANT TO
FIGHT AGAINST
THEM



HOW ABOUT
FL-4000?



LUCKY YOU NO FL-
4000 ARE DETECTED
RIGHT NOW, THEY'RE
ALL ALSO PROTECTED
AND THEIR WEAPONS
ARE STRENGTHENED FROM
OURS, BUT I RECOMMEND
THAT WE BREAK THROUGH
THEIR DEFENSE BEFORE
FL-4000 COME.

THERE ARE
TOO MANY...
DO YOU THINK
WE CAN BREAK
THROUGH?

knight run

ANY
SUGGESTIONS?



WEAPON NO. 1 SHORT-TECH-CONJUG-TYPE
NON-SEA DEFECT CONNECTION BEAN OUTPUT DEVICE



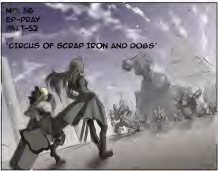




NOPE...

WELL THEN...

LET'S GET
ACRONE



NO. 56
EP-PRAY
PALT-52

'CIRCUS OF SCRAP IRON AND DOGS'









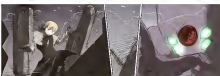


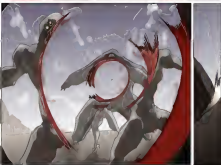




Read the comics on LINE WEBTOON
to support the artists!
www.webtoons.com



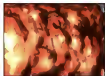














MASTERY



COMBAT





